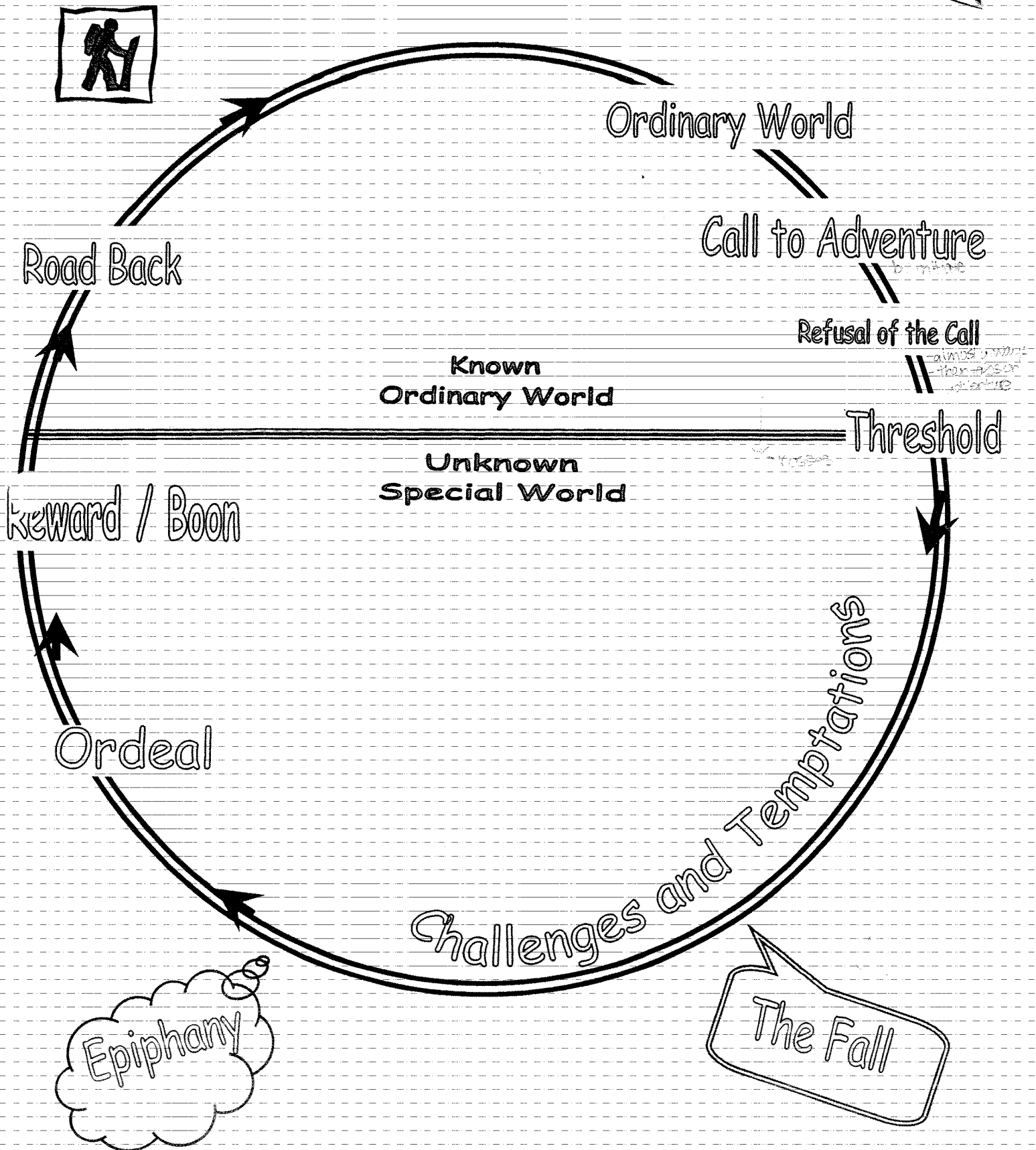


The Hero's Journey



The Hero's Journey

_____ are introduced in the _____
_____ where they receive the _____.
They are reluctant at first and _____, but are
encouraged by a _____ to _____
and enter the _____, where they encounter
_____. The Initiate is
transformed by the _____ becoming the _____ and earning a
_____ before beginning the _____.

The Hero's Journey

The Hero's Journey is an ARCHETYPE.

- ✚ An archetype is a pattern or example that occurs frequently in literature and often in life.
- ✚ The initiate may encounter people, places or things that either help or hinder his / her journey.

Archetypes That Usually Help



Archetypes That Usually Hinder

Hero Initiate Mentor
Magic Weapon Allies
Faithful Companions
Loyal Retainer Warrior
Castle Haven
Light Herald
Friendly Beast Quest

Creature Of Nightmare
Evil Adversary
Underworld Enemies
Wilderness Tower
Darkness Whirlpool
Ice/Snow

Double Edged Archetypes

Can sometimes help, sometimes hinder

Damsel In Distress

Supernatural Intervention Unhealable Wound

Evil Figure With The Ultimately Good Heart

Outcast Water

Threshold Guardians Crossroads

Battle Between Good And Evil



The Hero's Journey

Archetypes That Usually Hinder

Evil Adversary

- ★ Represents the forces of evil and is almost as strong as the hero
- ★ Offers worldly goods, fame or knowledge to the hero in an effort to bring him/her over to the evil side
- ★ Must be destroyed or neutralized

Enemies

- ★ Seek to hinder the Hero on his Journey and/or do harm to him and his Allies

Creature of Nightmare

- ★ Some sort of monster-like creature that threatens the life of the hero

Tower

- ★ A strong place of evil
- ★ Likely to be the headquarters of the evil adversary

Underworld

- ★ strong PLACE of evil; a descent into a LOWER PLACE; the hero may battle evil and/or discover the blackest truth and/or the greatest faults of himself or others

Wilderness

- ★ A place of danger and lawlessness
- ★ Threatens life / survival

Darkness

- ★ Symbolizes the unknown, ignorance, evil, despair

Ice / Snow

- ★ Symbolizes lack of feeling, death, indifference

Whirlpool

- ★ Symbolizes the destructive power of nature

The Hero's Journey

Heroic Criteria

☑ Complete the following chart with regard to which heroic criteria are fulfilled in _____

Criteria	Not fulfilled	Somewhat fulfilled	Definitely fulfilled
1. Voluntarily or involuntarily leaves home			
2. faces hardships beyond normal experience			
3. overcomes trials and hardships			
4. risks own life for something greater than self/ego			
5. descends into actual or metaphorical darkness			
6. faces actual or symbolic death			
7. faces dragons or other monstrous creatures			
8. lives with tremendous uncertainty			
9. receives help from divine beings along the way			
10. travels the essential parts of the journey alone			
11. fights for and wins the desired object			
12. journey restores a world out of balance			
13. journey corrects an injustice			
14. returns with a secret and vital message			
15. journey has transformed the hero			
16. expands consciousness			
17. possesses greater awareness of self and life			
18. returns a more mature being			

How many heroic criteria are filled in this story? _____

Which are the most important? Why?

10. 12. 13. 14. 15. 16. 17. 18.

Hero	Wilderness	Mentor	Supernatural intervention	Evil figure w/ good heart
Road back	Reward/boon	Outcast	Fall	
Herald	Darkness	Threshold guardians	Initiate	Tower
Loyal retainer	Ordeal	Faithful companions	Creature of nightmare	Refusal of call
Allies	Water	Crossroads	Damsel in distress	Magic weapon
Epiphanay	Quest	Enemies	Underworld	Battle good/evil
Unhealable wound	Friendly beast	Light	Ice/ snow	Whirlpool
Warrior	Castle	Challenges and temptations	Call to adventure	Evil adversary
Haven	Ordinary world	Threshold		

1.	can be physical or psychological, causes pain and suffering
2.	Willing to risk or face any number of perils in order to be together
3.	Vulnerable woman who must be rescued by the hero, often used as a way to trap the hero
4.	A place of decision, when a realization is made, and change or penance results
5.	Symbolizes the destructive power of nature
6.	Strong place of evil; may be headquarters of evil adversary
7.	Symbolizes the extraordinary powers of the hero, no one else can use to fullest potential ; given to hero by mentor figure
8.	Provide assistance and direction for the initiate; appear throughout the journey
9.	The greatest challenge of the Journey; the initiate must overcome his greatest fears, and he must face them alone
10.	A supernatural force intervenes on the side of the hero-and sometimes against him
11.	The hero searches for someone or some talisman which when brought back will restore peace, order and tranquility to a troubled land
12.	Counselor / teacher of the hero; older and wiser than hero; serves as role model for hero
13.	Invites the Initiate into the adventure, offers the opportunity to face the unknown and gain something of physical or spiritual value
14.	Conflict between two important forces in life
15.	Often when the Call is given, the initiate denies it. The Journey cannot progress until the Call is accepted.
16.	A descent from a higher to a lower STATE OF BEING; a loss of innocence, protection, and / or the belief in what is good, right, just
17.	A protector, quick to aid those in distress; stands against unfair authority; must at some time confront own inner dragons

36.	People, beings or situations which block the hero's passage into the journey; protect the hero, then point the way
7.	The safe haven upon which the Special World and the Journey's outcome is compared. The Journey begins here and returns here.
38.	Symbolizes death, lack of feeling, indifference
39.	Has great courage and strength; known for honorable purposes; characterized by self-sacrifice, and is willing to endure hardships, even risk his life for the good of all
40.	A sudden, dramatic change in the way the Initiate thinks or views life; and insight or discovery about himself or life
41.	young hero who must endure some training and / or ceremony to complete quest
42.	The Hero is granted greater power or insight, knowledge or treasure or perhaps some sort of talisman; the Hero has earned this and been transformed by the lessons and insights learned in the Special World